Bloques I – Roy F Guzmán

This piece is a sketch of an orchestral work where I would like to explore the colors of the orchestra. Bloques means Blocks on Spanish. The original idea was to create blocks of sounds of different timbers but this piece I would like to explore further than Blocks. To have an idea of what this piece can be "Coptic Light" by Morton Feldman is a vague reference. While Morton Feldman explores this static sound all the way I would like to explore the orchestra with symmetries intervallic and rhythmical. I have a piece called Rudimentariedad Del Criollo Yu for ensemble. Is a very complex piece filled with polyrhythms. This is the link: https://drive.google.com/file/d/1rvEIz6-WvULLI7NWudfV9F_1e-I87xiE/view?usp=sharing . This ensemble piece explores graphic geometries, lines, circles, triangles and squares. It is inspired by Feldman's idea of exploring proportions but in a simplest way and using simple ideas in complex durational contexts. But this piece is not the main subject of this orchestral piece. I would like to create becoming sounds. How to disintegrate the blocks of sounds into fragments of sparse edges that become an almost aleatoric Grisey kind of spectral work. Also a work that is inspiring me a lot to create this symmetries, forms and sounds is https://www.youtube.com/watch?v=toYIgSe6qNM . Friedrich Cerha works on visual content as well as its sound analogies.

I would like to explore these references and inspirations. Morton Feldman, Gerard Grisey and Friedrich Cerha as well as sounds of symmetries that are not from a spectrum. I am a musician but also a computer music composer and I have investigated non-standard synthesis for quite some time. This non standard synthesis is the idea of creating new waveforms with non standard code. I explored with chaotic functions and have created different new chaotic functions for musical composition. This are four that I have created so far:

x = (1.23 * (-1*(x1*(3.571)) * (0.0781))) + (2.71 * 1/x1)

x = 2.3 + (x1 *0.24) * (x1 *[-0.45..-0.86])

x = 0.5+x*(-0.8)*(x/[2.005..2.65])

x = ([1.6..2.0] - x) * (2*x).

This is a piece were harmonies and dynamics are created with chaotic functions: https://drive.google.com/file/d/1akWIDuTYcboobbHLkUu14nuSfTvfLH8U/view?usp=sharing This piece also explores extended techniques through aleatoric procedures with wrong fingerings in the woodwinds, slight detuning of the brass and multiphonics and false harmonics in the strings.

This piece's harmonies are very appealing since the chaotic functions are not random. They tend to oscillate in a given harmonic area but do deviate slightly and creates this subtle dissonances.

This chaotic function piece is only here for reference. So in short all of these influences and past works I would like to explore. The sketch is now only made with blocks of sounds but I would like to explore all the above said in this proposal.